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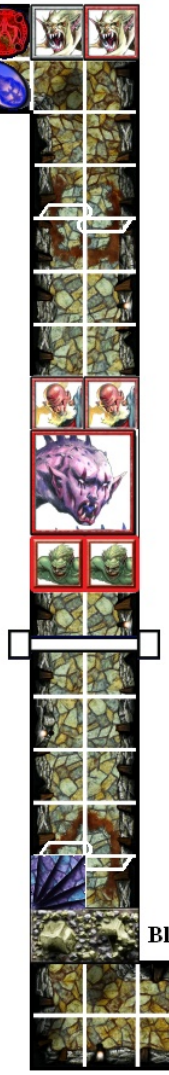
The Chambre of the Ghost.

The Guard room

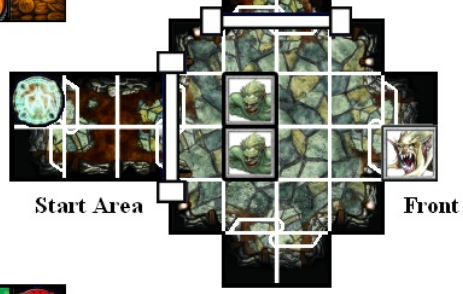


The old Elf room

Gathering room

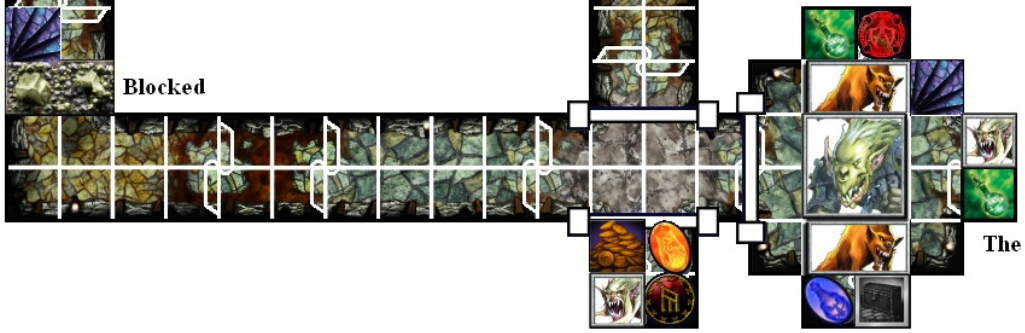
The sealed city

Start Area



Front room

Blocked



The Dwarven Factory

Treachery

Chest
Bronze
All: 1 treasure, 1 curse, 100 coins,
1 conquest token
Silver:
All: 1 treasure, 2 curses, 200 coins,
2 conquest tokens
Gold:
All: 1 tresure, 3 curses, 300 coins,
3 conquest tokens

Three Factoins

By Elliot Smith

Scenario Background

In land of Aguyna war has broken out between Dwarfs, Men and Elves. The leader of the Men was a man named Gisbon had sent his best heroes out two months ago to destroy the Dwarves and soon to gather enough troops to slay the Elves. The heroes left Digop the city of men and when to the neighbouring city of Gol for more troops to gather for their army to go after the dwarves who lay across the Paster greenland then the Dust desert then in the Thoed mountains were there fortress lies. Yet however the Dwarves have marked their terroritory well for they already hold Gol. They hold a miniacture castle in Paster. They hold the Rock in Dust and finally they have inside the Thoed mountains Hammer the ancient fortress of the dwarves. They also have gone to te aid of the Rock menaces. These ancient creatures were tonot of been disturbed unless for waar and the dwarves have finally gone the secret passage in Hammer and aquired their aid. The Heroes must find help inside Gol of the remaining captured humans who haven't been killed.

Mission Goals

Free Gol!

Important: The Heroes start with 5 conquest tokens.
The Heroes start with 300 coins each.

All of the non named monsters in this adventure are dwarves and have an additional +1 health. Along with all of the other non named Dwarves up to the End of The Theod Mountains and the Ancient city Hammer.

The men are Beastmen in this adventure and they are not free until all of the non spawned enemies are dead in that room. The master Beastman is the leader of the men. Men act as normal Beastmen but for the Heroes and they move at the start of the Heroes turn.

The Haunt in this game doesn't do any damage to the Heroes but it does kill any normal Man when it goes on his space. The Haunt has 4 movement and can't be killed yet it can't move out of the chambre.

The Dwarven Factory. All dwarves in the dwarven Factory have an additional +1 Armor.

New Area

Front Room

Two Ferroxes are holding a man prisoner in the background and wont give him away without a fight hopping the man will be their evening super.

Gathering Room

The mens gathering room were they gathered ingreat numbers and won great battles in hopefully they will once more.

The old Elf room

A room of the Elves when the Elves weren't enemies they visited and often stayed in this room for food and drink.

The Sealed city

This part of the city seamed never to of been explored for it was cut of and the men of Gol never seemed to know about the rune key that opened it.

Blocked

A big stone slab which cuts of the last bit of the city which the heroes must retain for more men may still live in its depths and the leader has not yet been found all enemies must be driven out of Gol even those in the sealed city.

The Dwarven Factory

Maybe the dwarves did know of The sealed city becase from the looks of it a factory was their but has now been turned to dwarf uses.

The Guard room

Somewhere further down was the leader and another man tied to a wall yet 5 monsters is a strong number and will defend theirprize of meat to the death.

The Chambre of the Ghost

The last room in the city of Gol and the most dangerous. There was an old legend of the Ghost of Gol but was never proved but now it has it will never fall it must be held inside the chambre whil all the other monsters are killed to succure Gol.

Reda when Gol is won

The door shuts as the ghost waks on the door wanting more mans blood. Gol is succured and the Heroes move with no reinforcements nto Pasture for the reinforcements are dead or need to rebuild Gol the Heroes go to Pature alone.

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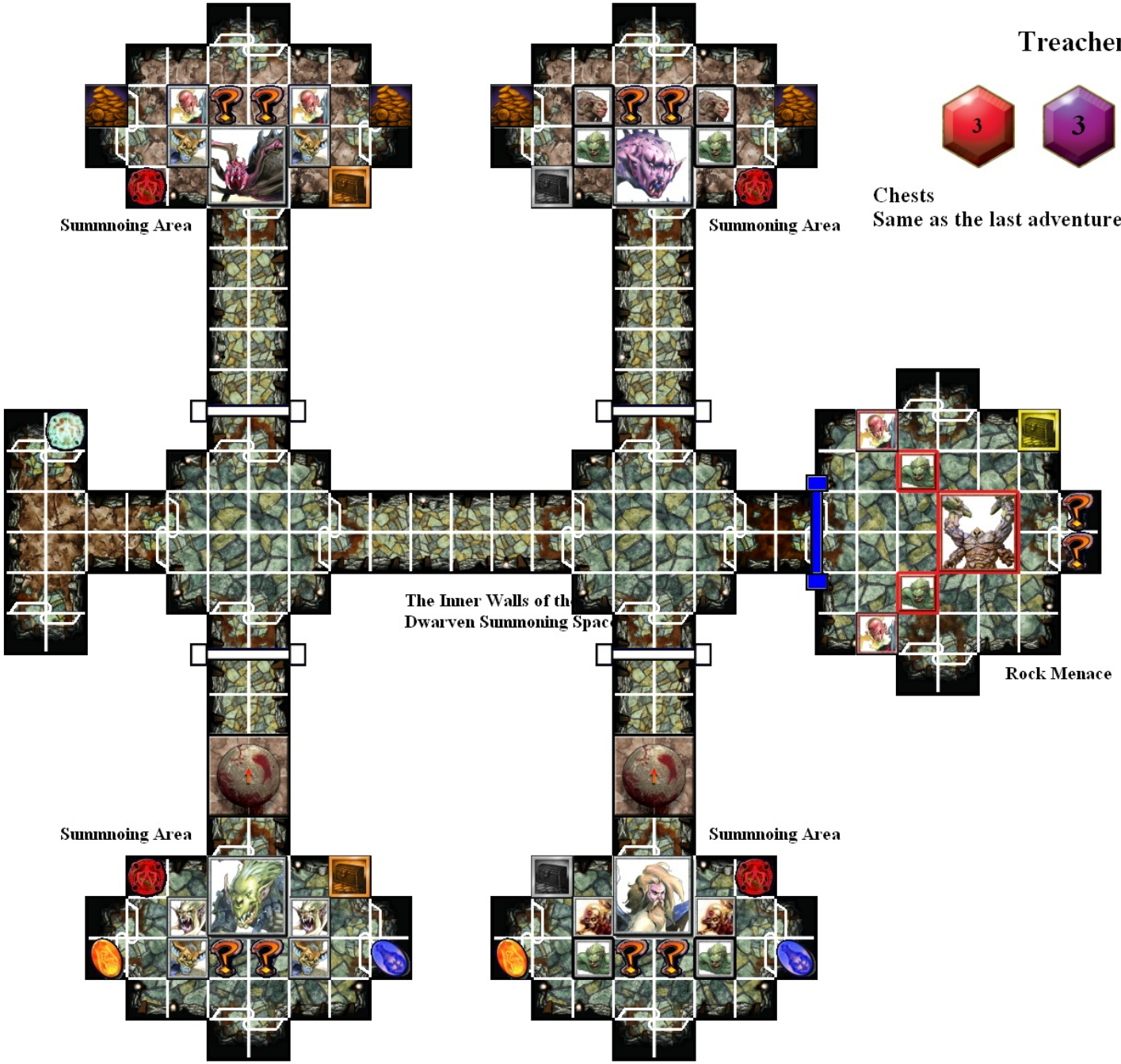

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Pasture

By Elliot Smith

Scenario Background

After Gol the men couldn't accompany the Heroes for their loses were to great and they needed to rebuild. Yet the Heroes have more worrying things, for the Rock menaces have come but not only that there is one placed in Pasture and it wont be easy to slay but when it falls the Dwarves will backup towards Dust. Yet the Castle in Pasture isn't large but its summoning circles are dangerous. For long ago when the war hadn't broken out and they were to discuss things they would go to Pastures castle. An Elf Summoning circle was there as well as a Human and Dwarf one. Yet the Dwarves got there first and destroyed the Elves and Mens summnoning circles. The Heroes must not only destroy the Rock Menace but also the Summnoing circle of the Dwarves.

Mission Goals

Free Pasture!
Kill the Rock Meanace!
Destroy the Dwarven summoning circle!

Important: The Heroes start with 5 conquest token!
The keep their old money yet lose all their old treasure cards!

In all summoning areas the ol can make two of the singled monsters masters.

Summoning circle.
THIS IS THE QUESTOIN MARKS! When Eight are destroyed the blue runed door bangs open and cannot be reclosed. To destroy one a hero must stand onn one then use an actoin to destroy it. They spawn 1 Beastman each turn each in the first room the Heroes enter then in the next it is a single master Hellhound if one is gone a master beastman. In the next is a normal Ogre which has to start touching at least one of the questoin marks. In the next it is a Master Naga which starts like the Ogre. In the final room it is a normal Demon same rules as the Ogre yet if nrext turn it is in play then a Master comes out otherwise it summons another normal Demon.

The Rock Menace

The Rock Meanace is the Master Golem in The Rock Meanace Room. It is the same as the normal master Golem.

New Area

The inner walls of the Dwarven Summoning circle.

The Dwarven Summoning Space is were the Rock Meance will lie and the Dawrves will also send reinforcements from Thoed throught he summoning circle. Yet if the heroes destroy them quickly enogh they should be able to destroy th Circle and the Rock Manace and save Pasture.

The First Summoning Area the Heroes enter

An odd sent at the end of the corridor and yet the Heroes can't make out what it is. Yet there is part of the circle for the green light can be seen through the dark figures down the hall and a huge monster which could be a Bane Spider or andn Ogre.

The Second Summoning Area the Heroes enter

Another Summoning space and it shows up another dark figure which could be a OGre or a Bane Spider or even something else.

The Third Summoning Area the Heoes enter

Yet again the green light is at the end of the corridor, another summoning space. Yet this time the big monster could be a Naga or a Manticore.

The Fourth Summoning Area the Heroes enter

The Fourth summoning area and it shows a dark figure a Manticore or a Naga.

The Rock Menace

The Rock Menace stands tall the huge great rock Giant guarding the last summoning circle yet this one looks like a demon could come out of it.

Read when the Summoning circle is destroyed

The Dwarves of Thoed are cut off the cirlce is destroyed the last green summoning space turns black.

Read when Rock Menace dies

The Giant Rock monster callapses into a heap of rock.

Read when all objectives are complete

With the circle closed and the Rock Menace defeated the Heroes must procced with haste to Dust and defat the dwarves yet again in Rock yet this tmre they may recieve help.

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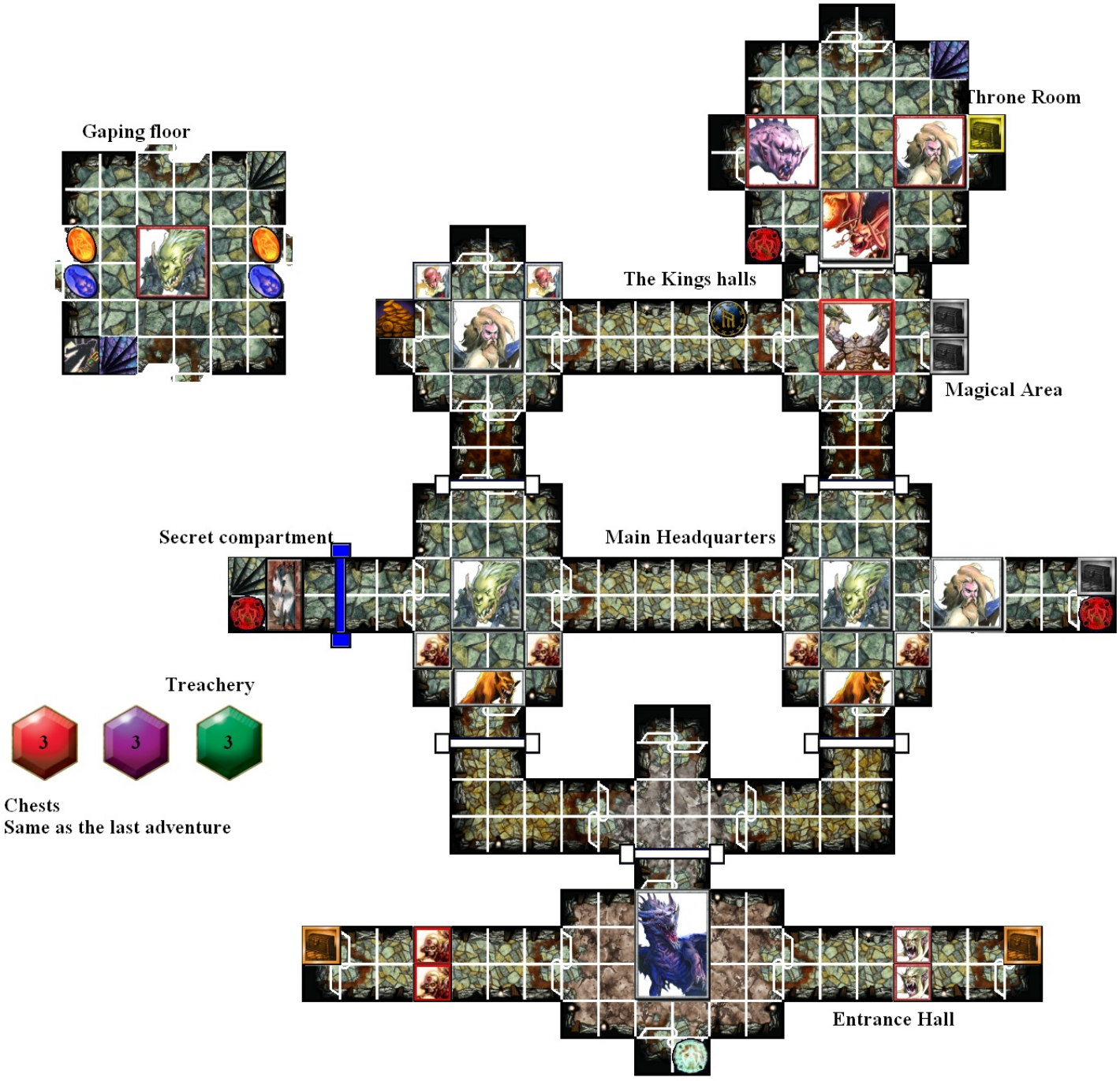

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Dust

By Elliot Smith

Scenario Background

After Pasture and Gol the Rock castle was next on the Heroes road yet this time they wont be going alone. A sand dragon formed from the depths of the sand.

"Adventurers, you have done well yet Thoed and Rock shall be much harder you will eed the aid of my people," the sand dragon said.

"How can we trust you," the Heroes ask.

"After we past the Rock castle I will take you to my people only with them will you be able to break down the defences of Thoed and get inside," the ssand dragon spoke.

Reluctantly they let him join and they procceded to Rock in Dust desert.

When they arrived they heard of another Rock Menace moe powerful than the last.

"See the Dwarves don't want you near Thoed," the sand dragon spoke.

"We shall see."

Mission Goals

Kill the Rock Menace!
Free Rock!
The Sand Dragon must survive!

Important: The Heroes start with 6 conquest tokens.
The Heroes lose all their old weapons yet keep their money and their potoins!

The Sand Dragon moves and attacks at the start of the Heroes turn. He can use potoins b ut nothing else equipment wise. If the Sand Dragon dies the Heroes lose. The Sand dragon can also use potoins.

You have to get the cloak of tiime and space for any hero to enter the magic bubble yet everyone get a magic cloak they cannot be used for anything else.

The Rock Menace is the same as a normal master Golem.

New Area

Entrance Hall

The Sand Dragon lead hte way into the Entrance hole. The Heroes followed after a few dwarven units were inside yet much worse can be heard.

The Old Main Headquarters

The Men of Dust used to come here when dark tidings were about yet now they weren't even able to council.

The Kings Halls

Only the King would normally come here yet the Heroes tread on were the monsters have done so as well.

Magical Area

A giant huge magical bubble were within is the Rock Menace the Heroes cannot however cross without the Cloaks of time and space.

The Scret Compartment

A hidden area were only the King goes to get to his throne room on the otherside of the passageway.

Gaping Floor

An Ogre with its huge club could knock a hero of the edge of the gaping floor into the abyss.

Throne Room

Three terrifying beasts of hell the Kings room is held well.

Read when Heroes enter hte Magic Bubble.

The Rock Menace glares down with his glaring red eyes the last challenge of Rock.

Read when the Heroes kill The Rock Menace

The Rock Menace collapses into a heap of towering rock and Dust is free once more the Heroes must now follow the Sand Dragon to his homeland.

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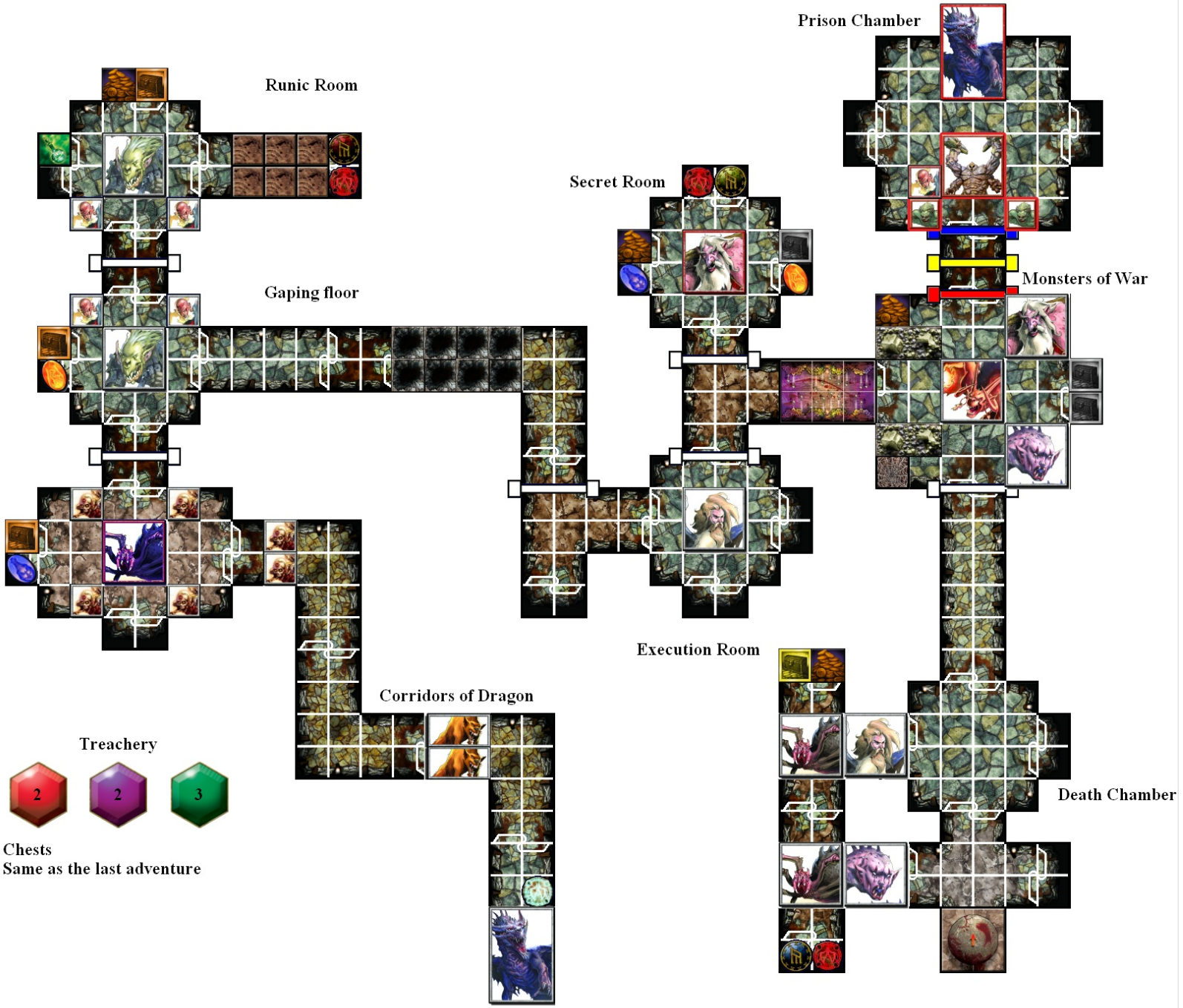

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The Sand Dragons

By Elliot Smith

Scenario Background

After the battle at rock the Heroes moved further along there road to Sand Mountains. Yet the Dwarves new of there plans and they've cut off the area to the Sand Dragons. The Heroes will have to fight the Dwarves yet again and this time they have to free a Sand Dragon colony. The Heroes will also have to slay the Dwarf luteniant if they wish to save the dragons. The Dwarf Luteniant is Helm and he has brough another Rock Menace to fight the Heroes with him. Helm has got the Dragon Leader in his prison the Heroes must free him.

Mission Goals

Save The Sand Dragon Leader!
Kill the Dwarf Luteniant!

Important: Start with 5 Conquest Tokens and same stats as last apart from Weapons.

The Gaping Pit
Passage is not valid there till the Heroes kill their first Ogre were then a crash happens and the rock from the ceiling collapses and the pit are filled with rock and the pits are taken of the board.

The Runic Room
All Monsters here are Runic and have +1 health.

Helm is the same as a normal Master Sorcerror but has five more health and two extra armor.
The Rock Meance is the same as a normal Master Golem.

New Area

Corridors of Dragon
The Dragons home has small corridors yet large openings at the top for the Dragons to fly over. This corridor was used to kill useless enemies who can't attack the air so are easy targets.

Gaping Floor
The pit east across from where the Heroes stand is not passable but the ceiling above looks breakable.

Runic Room
The Monsters glare at the Heroes for as staying around the ancient rune for so long it has given them strange powers.

Execution Room
The old room of exicutoin the Dragons used to take the enemies who didn't die from war and either made them slaves or executed them.

Secret Room
A secret treasury of the Dragon Leader.

Monsters of War

Three beasts of war a Demon, Giant and a Naga.

Death Chamber
The area were the great battle Saranax happened between the Dragons and their nemesis's the Nagax.

Prison Chamber
Helm stands next to the Rock Menace and behind is the cellar of the Dragon Leader.

Read when the Rock Menace and Helm are dead.
Helm falls to the ground and the key to the cell behind. Freeing the Dragon Leader he reveals the that the Dwarf fortress is high in the Theod Mountains a bit to the east were the Heroes had thought it was.

Sending the two Dragons back to Gisbon for defence against the Elves the Heroes marched on to the Theod Moutains.

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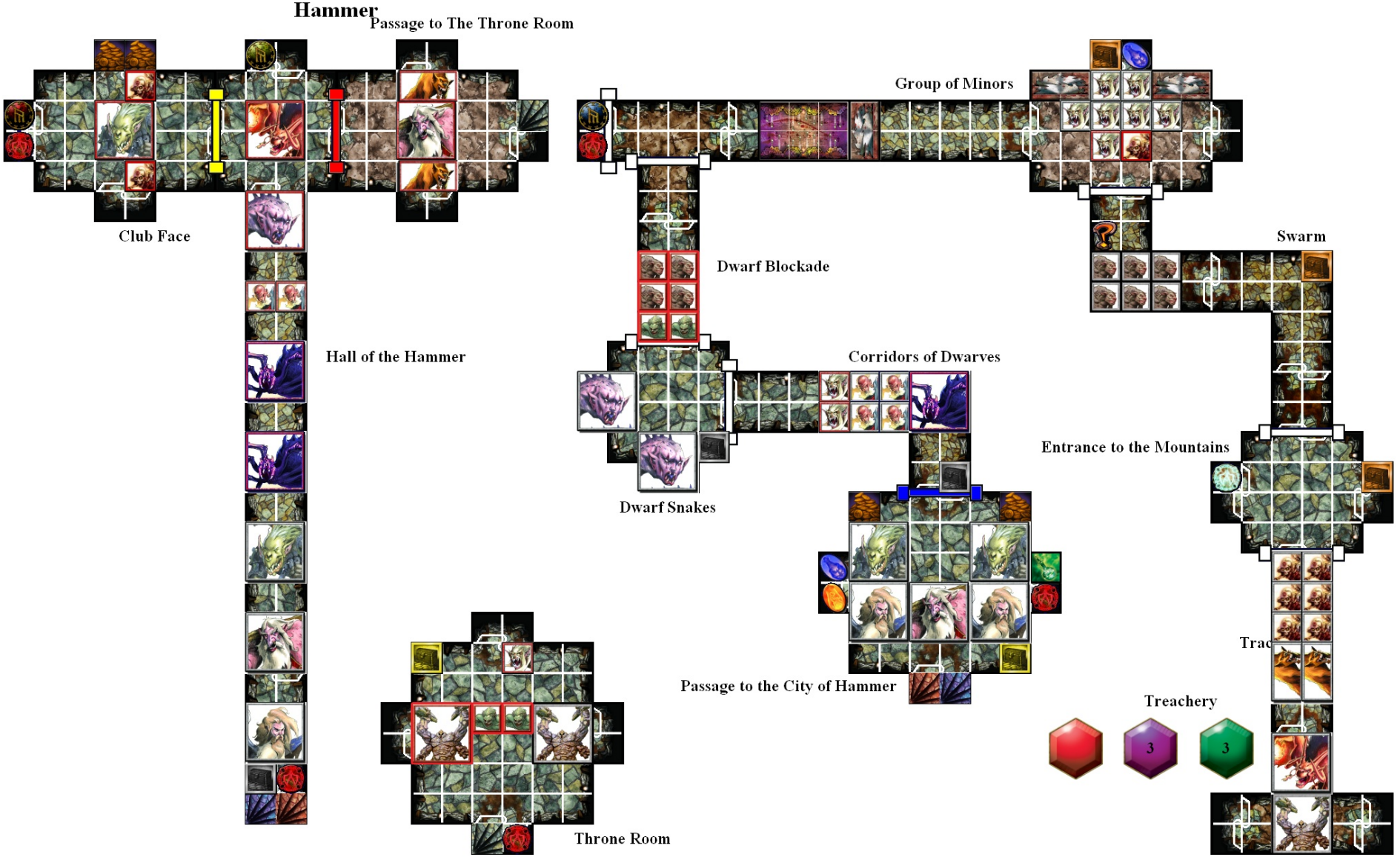
Theod Mountains

Hammer



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The Theod Mountains and the ancient city Hammer

By Elliot Smith

Scenario Background

Approaching the Theod Mountains there is a flag with the Dwarf sign on it, a Hammer. The Hammer is just through the eastern part of the Mountains. The secret entrance to The Dwarf fortress must be found or the Dwarves will never be defeated. The King of the Dwarves is Destrent. The final three Rock Menaces are here too along with the other Dwarves.

Mission Goals

Killt the Dwarf Destrent!

Important: You start with the same stats as last time but you will need new weapons and you start with 5 conquets tokens.

Chests all have a Conquest token for Copper and 2 for Silver the Coins is 100 Copper, 200 Silver, 300 Gold and 1 curse and a treasure.

The door to Trackers is lost until the door to the Blue Rune area or Dwarf Blockade is opened then the Trackers door is too.

The Question Mark in Swarm at the start of each turn when the room is revealed a Kobold comes out if ?trod the Kobold Swarm is destroyed.

All non named creatures are Dwarves

When enter through the staircase to the Hammer city Heroes lose all Gold wepons apart from that everything stays the same.

The Master Ogre in Club Face is Club Face and does +2 damage.

All monsters in the Throne Room are Dwarf Elites and have +5 health.

The Master Beastman in the Throne Room is Destrent and he has Command, 7 Armor, 20 Health, +3 Damage, Movement 4 and attacks with Red, x2 Greens, 1 Yellow and x3 Blacks.

New Area

Entrance to the Mountains
The Entrance to the Mountains has no sign of inhabitense yet you feel as though you were followed from the Mountains.

Swarm
Kobolds swarm in the corridor and new magic of their kind.

Group of Minors
These rather useless monsters are just a nusience but in the size of this pack they are deadly.

Trackers
The locked door bangs open as those who followed you from the Dust desert brake through into the Theod Mountains.

Dwarf Blockaade
A Dwarf Blockade the Monsters block the only path through to Hammer.

Dwarf Snakes
Nagas of the Dwarves slither along the marble floor hissing at each other.

Corridor of the Dwarves
More Monsters and the door to the final room before the Theod Mountains.

Passage to the City of Hammer

Two staircases ,which both lead to Hammer but two Ogres and Manticores along with a single Giant might get in the way.

Hall of Hammer

A long corridor, which at the end turns off into two sectoins and one must lead to the Throne Room were the King of the Dwarves lives.

Club Face

A huge Ogre with a Club shaped head stands tall over the two skeletons next to him.

Passage to the Throne Room

A Giant Commander is here along with two Hell Hounds blocking the only passage to the Throne Room.

Throne Room
The Final two Rock Menaces and the King are here the Dwarf Elites.

Read if the King of the Dwarves dies.
As Destrent falls more Dwarves appear you fear it is the end yet the Sand Dragons fly in and carry them back to Gisbon. Telling the Heroes what has happened in their absence they hear that the Elves have seiged the city of Digop and that the Heroes must kill the Elves attacking. Then go across the Elven river of Gurstonica and into the Elf Temple to slay the Elf King and win the War of the Three Factoins.

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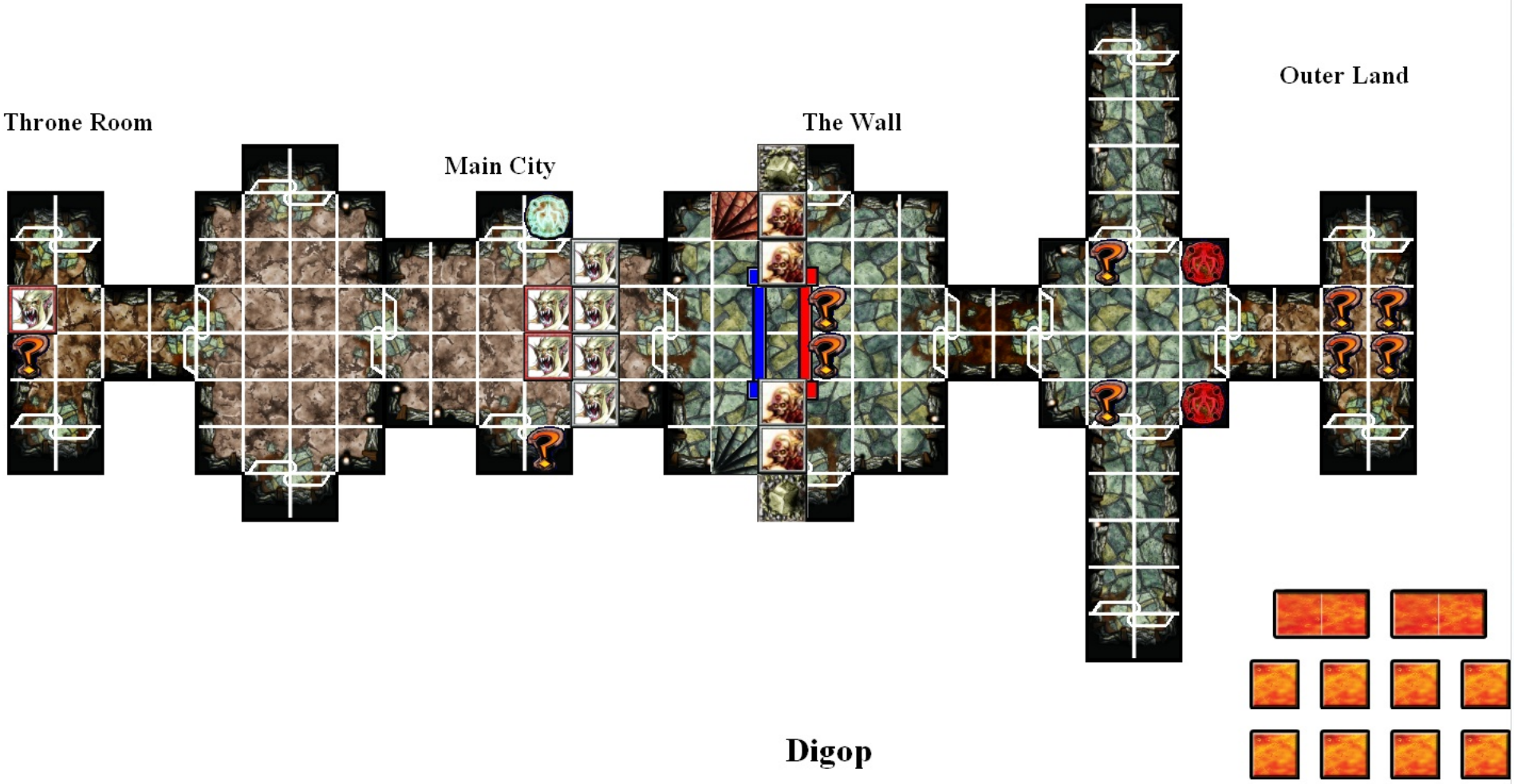

Digop

3

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The Elf Attack

By Elliot Smith

Scenario Background

On approach of the city the Heroes see the Elves firing their catapults inot the city reigning death, mayhem and destruction. A huge battering ram was at the gate. Archers of the men were on the walls firing arrows on the ever lasting waves of Elves.

"They must of only just starteed the attack for when we left the were only holding us here," the Dragon Leader spoke.

The Elf archers fired from behind the battering ram and shot down archers on the wall.

The Elf swordsman stood next to the ram ready to storm Digop when the gate fell. A large Undead Elf was leading the swordsman holding his bow in one hand and sword in it's sheath.

The Heroes flew down on the Dragons and into the city just behind the gate.

Mission Goals

Kill the Elves attacking the city!
The King must not die!

Important: Start with 8 Conquest tokens every thing else is the same except Weapons the Heroes will need new ones. At the start of the Adventure every Hero gets a free Ranged training token.

All Monsters till the end of the Campaign are Elves (non naamed)

All Chests have 1 Conquest Token, 1 Treasure, 100 coins and a Curse

The Staircases are ways up onto the wall. Heroes and monsters can stand on the wall if they go up the stairs to get there or Fly, Reach can also attack those up on the wall from the ground and vise verser.

All non named monsters are Elves and have +1 Health.

The Master Beastman in the Throne Room is Gisbon he is the same as a normal Master Beastman but has an additional 7 health, 4 armor and Regenaration.

Regenaration
Gets one wound back at the start of the Heroes turn.

The other Beastmen are men swordsmen and are the same as normal Beastmen asnd they move at the start of the Heroes turn.
The Skeletons are men Archers and are the same as normal skeletons they move at the end of the Heroes turn.

The Questoin Mark in the Main City is a delivery point for when things arrive they appear there.

The ? in the The Throne Room is the King's throne if a monster steps on it the King loses his regenaration ability the King cannot attack on the throne.

The ?'s in The Wall are a battering ram, which cannot be attacked and nobody can step on it.

The single Questoin Marks in the Outer Land are Catapult and fire Lava they move five have Armor 3, Health 5 and move 3. When they attack you bowl a green dice the wounds amount is the range on the catapult chose were it his if anything place a Lava token on the target and at the start of the targets turn a surge cause 1 damage a blank does nothing but the Lava is still there and on an enhancement nothing happens take the token of.

The 2x2 ? mark in Outer Land is a huge catapult, which fires 2x2 Lava 2 squared lava peices together same rules as other Ctapult but the range is on the range of a Yellow.

No Spawning cards can be used they are used if Treachery otherwise discard for threat.
Elves are ordered by their leader not to stay in The Outer Lnad when they arrive in it and wait for reinforcements

Turn 1
The Dragons send a Copper treasure and a Health and Vitality Potion, which land in the Main City ?
The battering ram attacks the door but no effect. Elves appear in the Outer Land.
x2 Elf Master Skeletons
x2 Elf Dark Priests (If have Altar of Despair) otherwise x2 Elf Sorcerrors
x1 Elf Naga

Turn 3
Another Copper Chest from the Dragons
The Battering Ram attacks the door but no effect is caused. Elves appear in the Outer Land.
x6 Elf Kobold Archers same as Kobolds but attack is Archery and attack with Blue and two yellows swarm works if adjacent to another Kobold and he shoots then the next shoots for Swarm if Two are adjacent an extra 2 black dice if the others fired first.
x2 Elf Master Kobold Archers same as Kobold Archers but health and abilities and get +1 black dice when attacking.

Turn 5
Another Copper Chest from the Dragons with a Power Potion
The Battering Ram attacks the door but of effect is caused. Elves appear in the Outer Land.
x4 Elf Razorwings
x1 Elf Manticore

Turn 7
A Silver Chest from the Dragons and two coin piles
The Battering Ram attacks the door and crack can be heard. Elves appear in the Outer Land.
x2 Elf Bane Spiders
x1 Elf Master Bane Spider
x1 Elf Choas Baest (if have Altar of Despair) or x1 Elf Manticore
x1 Elf Master Hell Hound

Turn 9
A Silver Chest is delivered from the Dragons with 1 Health Potion
The Battering Ram attacks and a hole is made in the door one more hit will break it open. Elf appear in the Outer Land.
x1 Elf Master Giant, which moves at speed 6

Turn 10
The Battering Ram hits the door for the final time and the door bangs open.
Remove the Red and Blue Rune locked door and the battering ram.

Turn 11
2 Health Potions, 1 Vitality and 1 Power Potion are delivered from the Dragons
Elves appear in the Outer Land.
x3 Elf Ferroxes
x2 Elf Deep Elves (if got Altar of Despair) or x1 Elf Golem
x4 Elf Hell Hounds (Don't have to use Breath)

Turn 13
x2 Elf Nagas
x1 Elf Dragon

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Turn 15
2 Health Potions delivered from the Dragons
x1 Elf Demon
x1 Elf Ogre
x1 Elf Giant
x1 Elf Leader
The Elf Leader is the same as a normal Master Skeleton but has 12 Health, 5 Armor, Movement 6, Peirce 3, Command and attacks with Range x1 Blue, x2 Greens, x1 Yellow and x2 Black Dice or x1 Red, x2 Greens, and x4 Black Dice.

Turn 16
A Dragon was shot down on delivering a Gold Chest and it fell in the Outer Lands were one of the Catapults started at the beginning of the battle.

Read after all Elves are dead
The Elves that attacked Digop are deadbut are still large in numbers and will attack the now crippled army of Digop again if the Heroes don't act quickly.

A Dragon screams its last as it collapses high in the sky and drops the paccage it was holding into the Outer Lands.

Turns

Turn 1
The battering ram hits the wall again but to no effect and the first Elves attack the city and the Dragons throw down a paccage from above, which lands in the Main City.

Turn 3
A mass of Kobolds coomes from the Outer Land arrows barbed and at the ready.

Turn 5
A Manticore can be seen and a screech peirces the air as Razorwings fly.

Turn 7
As the battering ram hits the door again a large crack is visible.

Turn 9
A Giant comes the Outer land as if to seewp the whole of the walls ocupents of The Wall to their doom.
Another it from the battering ram as the crack splits making a huge hole in the door and one more hit shood open the door.

Turn 10
The door bangs open and battering ram wheels away by the Trolls pulling it as enemies enter Digop.

Turn 11
The Hounds of Hell are realised by their Elf masters as they charge forward into the city.

Turn 13
A Naga hisses and a Dragon roars as they join the battle field.

Turn 15
The Elf Leader comes forward to attack along with a Demon, Ogre and Giant to end the battle at Digop.

Turn 16

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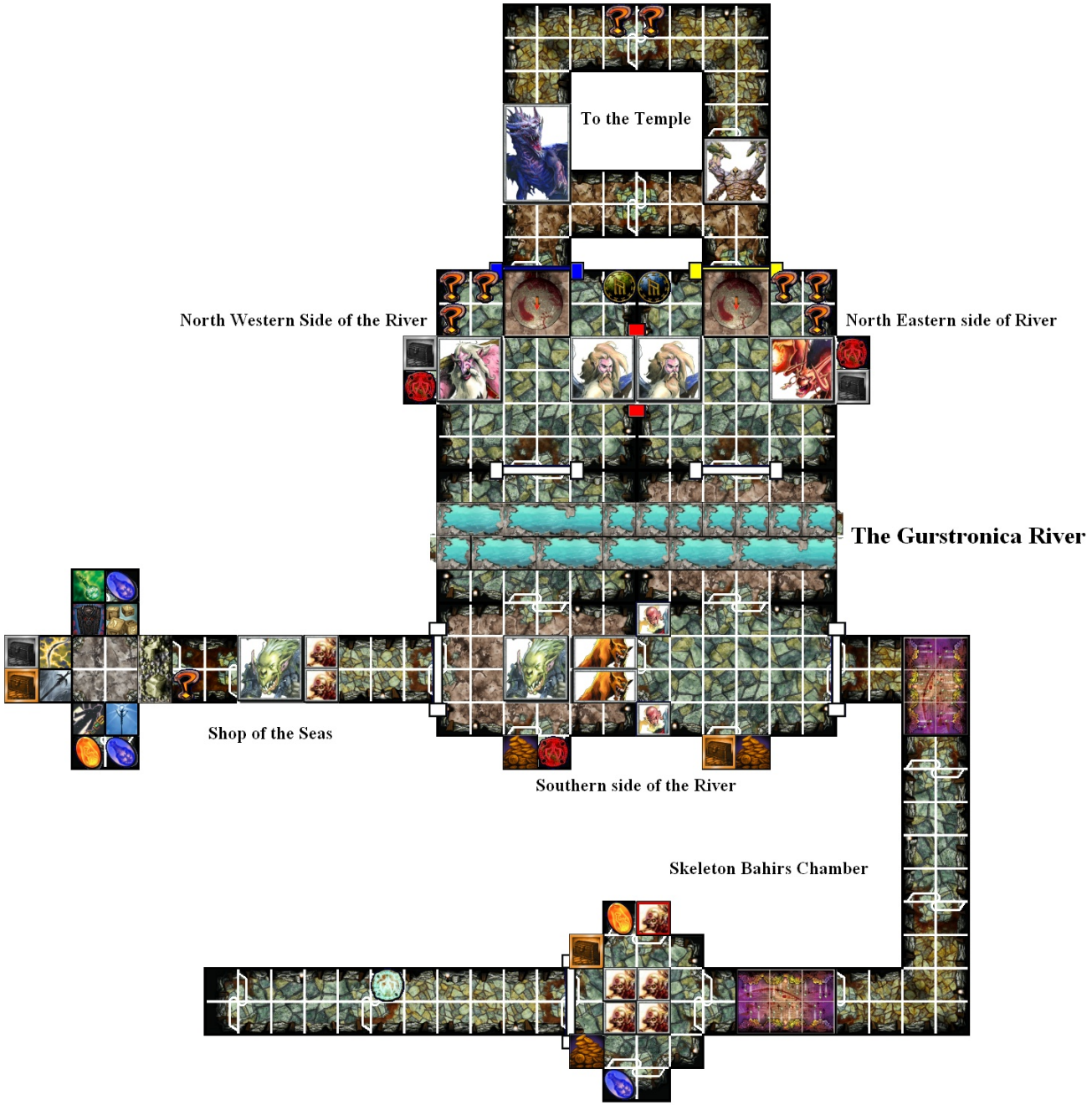
To the Temple
North Western Side of the River
North Eastern side of River
The Gurstronica River
Shop of the Seas
Southern side of the River
Skeleton Bahirs Chamber

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The Gurstonica River

By Elliot Smith

Scenario Background

After the assualt on Digop the Humans must recover and cannot help the Heroes in their final battle. The Dragon Leader fell in the Battle and his people must look after him hoping that he will return. The Heroes themselves move to The Gurstonica River and then find a way to cross it and get to the Elf Temple.

Mission Goals

Cross the Gurstonica River and get to the Elf Temple!

Important: Start with 5 Conquest tokens and smae stats that you had at the end of the last adventure apart from lose all weapons.

All Chests have 150 coins, 1 Conquest Token, 1 Traesure and 1 Curse.

All monsters in the adventure are Elves and have +1 health.

Skeleton Bahir is the Master Skeleton and he has an additional two health.

In the Shop of Seas once you kill all monsters the Shop Keeper ? thanks you for ridding him of the Elves and will hand over a boats for free anything else will need to be bought.

Shop

Artifacts
Cloak of Time and Space used to fend evil Razorwings from the skys from attacking your boat 50 coins
Shield of the Dark Gods used to block Sharks attacking your boat 50 coins
Trueshot used to shot giant fish who will make holes in the boat 75 coins
Icetooth used to freeze underwater dwellers so they can't get close to the boat 200 coins
Fortunas Dice used as a lucky charm to stop the heroes on the boat form being attacked 200 coins
Staff of Light used to kill anything that comes even near the boat 250 coins

Silver Treasure 500 coins
Copper Treasure 250 coins
One Potion 50 Coins

Needing a ship to cross the River however if you don't have some of the artifacts things may happen.

Have Staff of Light nothing happens nomatter what
Have Fortunas but not Shield of the Dark Gods or Icetooth and Trueshot dice the Fish and Sharks destroy the boat and the Heroes only just make it too the North side but one Hero loses 5 health
Have the Icetooth weapon but not Cloak of Time and Space the Razorwings attack causing 2 damage on two Heroes
Have Icetooth but not Trueshot the Giant Fish flys through the air and makes a hole in the boat and one hero get hit by the fish and loses a wound but the hole doesn't ever get filled with water so the ship ride safely.
If have Cloak of Time and Space Razorwings never attack but if only have it and not Icetooth or Staff of Light the Fish and Sharks attack doing seven damage to one hero
If have Trueshot but not Shield of the Dark Gods, Cloak of Time of Space and not Fortunas Dice or Icetooth or Staff of Light the Razorwings and Sharks attack doing 7 Damage to one Hero
If have Shield of The Dark Gods but not Cloak of Time and Space and Trueshot or Fortunas Dice and Icetooth Razorwings and Giant Fish do 7 Damage to one Hero.
If have nothing two Heroes lose 7 Wounds each.

When enter one of the North Areas the Red runed door opens. Also the Three ?'s, in the room that was opened first are placed out the others aren't. The ?'s are a big Sea Monster, which grabs two Heroes making them unable to use actions till realised. To make The Sea Monster let go attack its head, which is the ? in the top corner. The Head has to be attack on a red dice to relie the Heroes on a miss it holds on anything else it lets go and remove the Sea Monster.

The ?'s in The To The Temple Area are steps leading up into the Temple.

New Area

Skeleton Bahir's Chamber

An Elf Skeleton is here with four other skeletons and a Copper Chest.

Southern Side of The River

A door is acroos the hall where the Boat Keeper must be he will be the one to give you a boat to cross the Gurstonica River.

The Seas Shop

A few Elf monsters guard the shop Keeper here he is the only one on this side of the River who will give you a boat.

The North side of the River

On the other side of the River and through the door is a mass of Monsters but suddenly a huge Tentacle raps itself around you.

To the Temple

Here is the Entrance to The Temle were inside the War will be decided.

Fan Created Scenario.
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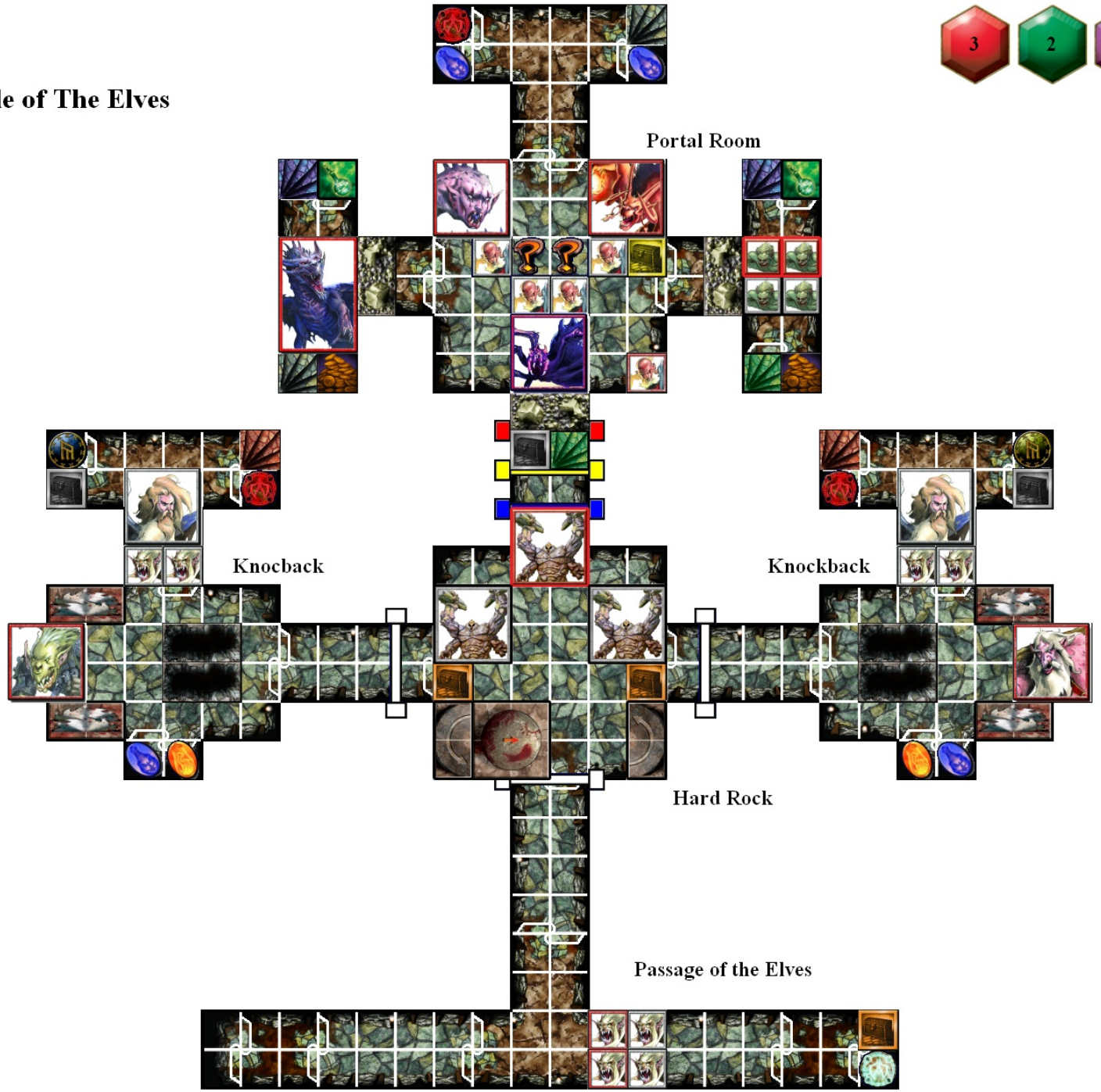
Temple of The Elves



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The Temple of The Elves

By Elliot Smith

Scenario Background

Going up the marble steps and up into the Temple a Few Elf Monks come to greet the Heroes. The Heroes must Slay the Elves once and for adn win the War of The Three Factions!

Mission Goals

Kill the Elves!

Important: You start the adventure with 6 Conquest Tokens but lose old weapons but keep the same stats at the end of the last adventure.

All Chests have 1 Conquest token, 1 Treasure, 1 Curse and Copper 100 coins, Silver 200 coins, Gold 300 coins. In the First Copper Chest is Acrobat along with items opener recieves.

All non named Monsters are Elves. Monks are Beastmen and they have +3 Health.

All Golems can't be attacked on do anything until the Blue and Green Runes are collected then they are active.
When the Master Golem dies he drops a Red Rune. The Boulder Moves on the Wounds on a Green dice at the start of the OL turn.

In the Knockback Areas the Ogre/Giant are named Knockback and do Knckback and also have an additional 5 wounds. If fall into the Pit in Knockback then you die.

The Rubble in this adventure can't be passed through.

In the Master Dragon in The Portal Room is Bolt and has Bolt not Breath.

In the Portal Room the Master Demon is Blast and has Blast1.

In the Portal Room the Master Naga is Tail whip and has Daze.

In the Portal Room the Master Spider is Cobweb and can spawn a Bane Spider next to her at the start of each turn.

The Elf Sorcerrors in the Middle of the Portal Room are protected by Magic of the Tail Whip, Blast, Bolt and Cobweb only once they are dead can they be harmed.

The Master Elf Sorcerror is The King of the Elves and can only be harmed once his Sorcerrors are dead.

The Sorcerrrors are to busy doing their speelwork to attack or move until they can be harmed King as well.

When the Elf King is dead and the ceiling is collapsing. At the start of the OLs turn bowl a D6 for every ten plate floor that a hero is in and the first role is for the hieght of where the rock is going to strike and bowl second time for width. A new mission objective is given get back to Digop by the active Glyph in The Passage of The Elves.

A peice of rock is a single rubble token. If a rock lands on a hero then the hero loses 7 wounds. If the height or width of the hit is not on the map bowl again. There is aloud to be no spawning on the way back.

New Area

Passage of The Elves

The Elves command the Temple and the Monks aren't pleased with the disturbence.

Hard Rock

The Golems are not active yet one is blocking the entrance to the final Chamber

Knockback

A Giant/Ogre is here holding a huge club ,which could knockback anything into the pit infront off of him to their death.

Portal Room

Read once Heroes have exited the Black Staircase.

"Heroes of Aguyna you have come to late once my Elf Sorcerrors open till Portal it will let me go back into the past and the War will turn in my favour," the Kin spoke.

Read when the King of the Elves is dead.

The Elf King is dead the portal to the past is still open yet no one is in the temple to enter it. Suddenly, the celing began to shake and rock came hurtling down.

Read when get back to Digop

Just escaping the collapsing Temple the Heroes have ade it to Digop.

The Elf King suddenly, feels life in himself again due to his Undying and before the the ceiling falls on him he enters into the Portal to The Past.

The Three Factions War has only just Begun!

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